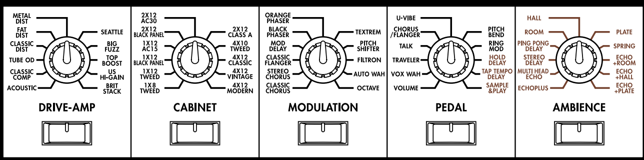
TONEWORKS

AX1000G

MODELING SIGNAL PROCESSOR



REMS

OWNER'S MANUAL

KORG

Contents

Ⓔ ①

Precautions

Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration

Power supply

Please connect the designated AC adaptor to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

Interference with other electrical devices

This product contains a microcomputer. Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the switches or controls.

Care

If the exterior becomes dirty, wipe it with a clean, dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

Keep this manual

After reading this manual, please keep it for later reference.

Keeping foreign matter out of your equipment

- Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.
- Be careful not to let metal objects get into the equipment. If something does slip into the equipment, unplug the AC adaptor from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

THE FCC REGULATION WARNING (for U.S.A.)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the user’s authority to operate this equipment.

CE mark for European Harmonized Standards

CE mark which is attached to our company’s products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC). And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC).
Also, CE mark which is attached to our company’s products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

1. Introduction

Thank you for purchasing the **ToneWorks AX1000G Modeling Signal Processor**.
In order to enjoy your **AX1000G** to the fullest, please read this manual carefully, and use the unit correctly. Please keep this manual for future reference.

Main features

- Korg's REMS modeling technology provides detailed and powerful modeling sounds.
- 56 types of modeling effect variations are built-in, and a maximum of eight types of effect can be used simultaneously.
- Forty preset programs (4 x 10 banks) and forty rewritable user programs (4 x 10 banks) are built-in.
- You can use the expression pedal to control eleven types of pedal effect in realtime.
- In individual mode you can use foot switches to turn each effect on/off independently.
- The Sample & Play function lets you record a phrase that you play (for a maximum of 8 seconds), and then operate the pedal to play back the phrase.
- The Phrase Trainer function lets you record up to 16 seconds of sound from an audio device, and play it back at a slower speed without changing the pitch.
- A metronome is built in for practicing convenience.
- Built in tuner mute function for on stage tuning.
- An AUX IN jack is provided so that you can play along with a connected audio device.
- Use the auto chromatic tuner to tune your instrument when the **AX1000G** is bypassed or muted.
- The LCD (liquid crystal display) features an intuitive visual interface.
- The LCD is backlit for easy visibility even in dark locations.

What is REMS?
REMS (**R**esonant structure and **E**lectronic circuit **M**odeling **S**ystem) is KORG's proprietary sound modeling technology which precisely reproduces the complex character and nature of both acoustic and electric instruments as well as electronic circuits in real world environments. REMS emulates a wide variety of sound generation characteristics including instrument bodies, speakers & cabinets, acoustic fields, microphones, vacuum tubes, transistors, etc.

MODELING AND THE AX1000G
Most of the models in the **AX1000G** closely replicate the sounds produced by classic effects, speaker cabinets and amplifiers. While we have chosen not to include the specific names of the companies and their products, you will quickly recognize them if you are familiar with the originals. If you aren't, you will still thoroughly enjoy the sounds the **AX1000G** produces. In either case, you will be amazed at the quality and variety of effects offered as well as the easy to navigate user interface.

Printing conventions in this manual

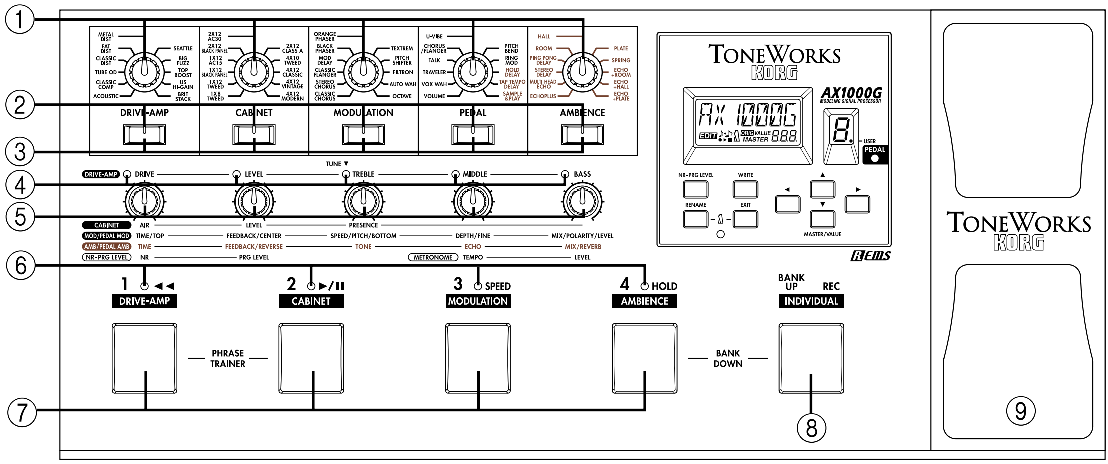
⚠ marks a point of caution.

LCD screens printed in this manual are only for purposes of illustration, and may not match the actual display on your **AX1000G**.

Important things to learn

Front and rear panel

Front panel



① **Effect select knobs**
These knobs select the effect model used in each effect block.

② **Effect block LEDs**
The LED will light for effect blocks that are in use. During editing, the LED of the selected effect block will blink.

③ **Effect block select switches**
Press these switches to turn each effect block on/off.

④ **Value LEDs**
These LEDs will light to indicate the value knobs that can be used for the selected effect model. From the left, they correspond to value knobs 1—5.

⑤ **Value knobs**
When editing, rotate these knobs to modify the value of the parameter assigned to each knob. From the left, these are value knobs 1—5.
When not editing, these knobs control the parameters of the effect that is assigned to the DRIVE-AMP effect block by the selected program. (Refer to p.12, “Quick editing for the DRIVE-AMP effect block.”) In general, this is the most important tone shaping effect in a multi effect set up.

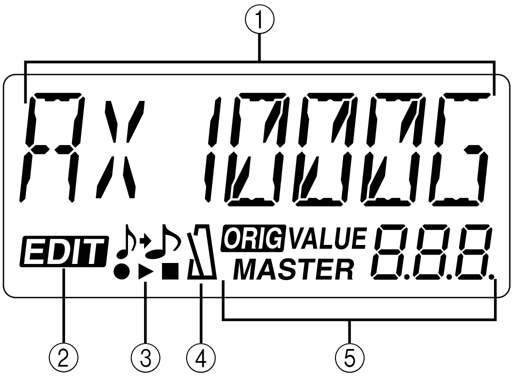
⑥ **Program LEDs**
The LED of the currently selected program number will light.

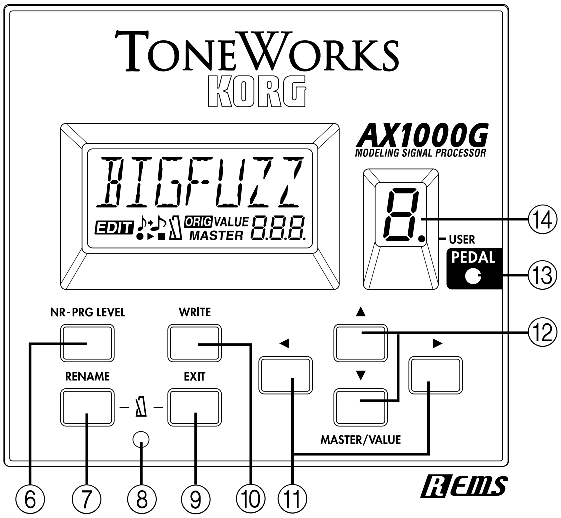
⑦ **Program switches**
Use these switches to select a program.

⑧ **Bank switch**
Each time this switch is pressed, the bank number will increase by one. The bank number will decrease by one if you simultaneously press the bank switch and program switch 4.

⑨ **Expression pedal**
This pedal controls the effect that is selected for the PEDAL effect block.

LCD and control panel





① **Name display**
This shows the program name, effect name, or parameter name, as appropriate for each operation.

② **Edit icon**
This will light if the selected program has been edited. It will blink if the program is currently being edited.

③ **Phrase trainer icon**
This will blink when you are in Phrase Trainer mode.

④ **Metronome icon**
This will light when the metronome is on. It will blink while the metronome tempo or level is being adjusted.

⑤ **MASTER/VALUE display**
This indicates the master level or parameter values.

⑥ **NR-PRG LEVEL switch**
Use this switch to adjust the amount of noise reduction or the level of each program.

⑦ **RENAME switch**
Use this switch to modify the name of a program.

⑧ **Metronome LED**
This LED will blink in time with the metronome tempo.

⑨ **EXIT switch**
From any state, you can press this to return to Play mode.

⑩ **WRITE switch**
Use this switch to save an edited program.

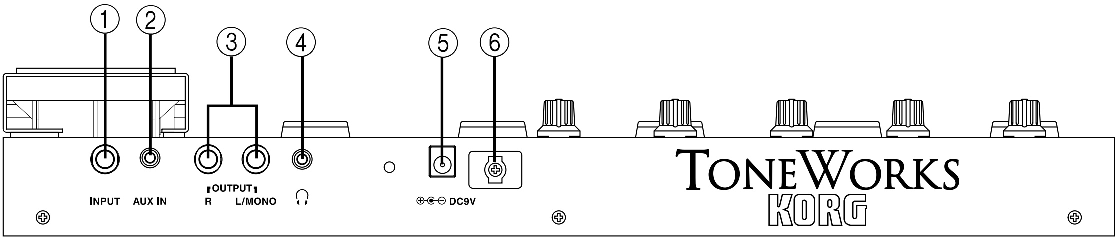
⑪ **Cursor switches (◄ , ►)**
Use these switches to select the parameter that you wish to edit, or when modifying the name of a program.

⑫ **MASTER/VALUE switches (▲, ▼)**
Use these switches to modify the master level or the value of a parameter.

⑬ **Pedal LED**
This LED indicates the on/off status of the PEDAL effect, or the recording status when the Sample & Play function is being used.

⑭ **Bank number display**
This shows the bank of the selected program. When a user program is selected, the decimal point "." located at the lower right of the bank number will light.

Rear panel



① **INPUT jack**
Connect your guitar to this jack.

② **AUX IN jack (stereo mini)**
Connect the output (AUX OUT: analog) of your audio device to this jack.

③ **OUTPUT jacks (L/MONO, R)**
Connect these jacks to your guitar amp or mixer etc. For mono connections, use the L/MONO jack.

④ **🎧: PHONE jack (stereo mini)**
Connect a set of headphones to this jack.

⑤ **DC 9V**
Connect the included AC adapter (⊕-◐-⊖) here. When the adapter is connected, the power will automatically be turned on.

⑥ **Cable hook**
Fasten the cable of the AC adapter around this hook. When taking the cable off the hook, avoid pulling the cable with excessive force.

The modes of the AX1000G

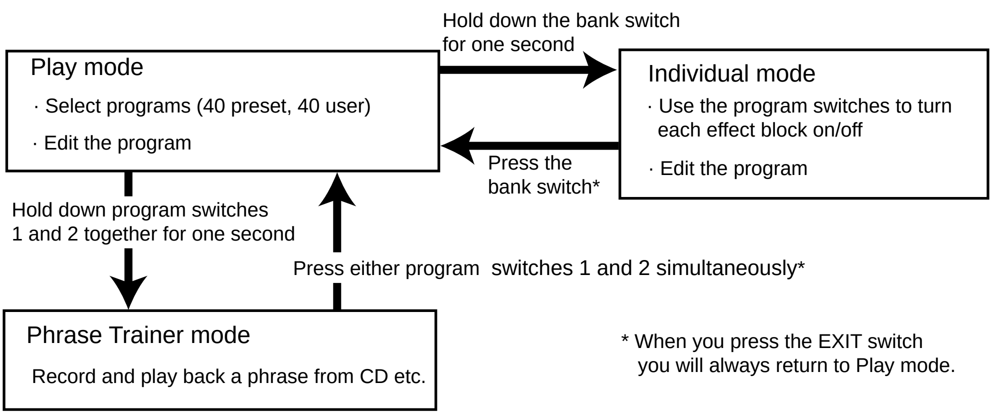
The **AX1000G** has three modes: **Play mode**, **Individual mode**, and **Phrase Trainer mode**.

Play mode is the mode in which you can select a program and play it. You can select from a total of 80 programs that use high-quality effect models: 40 preset programs, and 40 user programs that allow you to freely edit the settings to create your very own sounds. When the power is first turned on, you will always be in this mode.
With the factory settings, the user programs contain the same data as the preset programs.

Individual mode is a mode in which you can use the foot switches (the program switches and pedal switch) to individually turn each effect block on/off as you play. It is not possible to switch programs in this mode. Use Play mode to select a programs.

Phrase Trainer mode is a mode in which you can record a phrase from a CD or MD player connected to the AUX IN jack, and play it back as a loop. You can practice by playing along with the repeating loop. Since you can fix the pitch and slow down the playback speed, this is convenient for learning or practicing phrases that you have difficulty discerning.

When you enter this mode, the **MODULATION**, **PEDAL**, and **AMBIENCE** effect blocks will automatically be turned off.



In Play mode and Individual mode, you can use the effect select knobs etc. to edit the effects, adjust the noise reduction and program level, and modify the program name etc.

2. Playing the AX1000G

Example connections

The power must be off when you make connections. Unintentional operation may damage your speaker system, or cause malfunctions.

1. Connect your cables from the OUTPUT jacks of the **AX1000G** to your guitar amp or mixer etc.
   If you are using a mono connection, connect the L/MONO jack. In order to take full advantage of the **AX1000G**'s sound, we recommend that you use stereo connections.

2. If you wish to use headphones, plug them into the PHONES jack.

The output from the OUTPUT jacks will be turned off when headphones are plugged in.

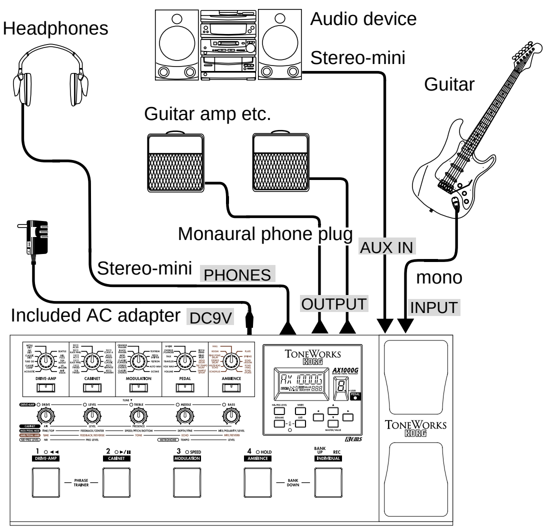
3. Connect your guitar to the INPUT jack.

4. If you wish to use the AUX IN jack, connect an external audio device to it. Use the controls of the connected device to adjust the volume.

5. Connect the included AC adapter to the DC 9V jack, and plug the AC adapter into an AC outlet. When you plug it in, the power will come on automatically, and the name display will indicate the program name.

Wrap the AC adapter cable around the cable hook. When removing the cable from the hook, be careful not to pull the cable with excessive force.

6. When you have finished making connections, turn on the power of your guitar amp or mixer etc. Play your guitar to produce sound, and check whether connections have been made correctly. Adjust the master level of the **AX1000G** and the gain or fader controls of your guitar amp or mixer to set an appropriate volume level.



Play mode

When you turn on the power, the **AX1000G** will always enter **Play mode**, and will be set to the program and master level setting that were last selected when the power was turned off.

Adjusting master level

The MASTER/VALUE display will show the master level immediately after the power is turned on, a program is selected, and after the EXIT switch is pressed.
When the master level is shown, you can use the MASTER/VALUE switches (▲, ▼) to adjust the master level.

Adjusting input level

By holding down the EXIT switch and pressing the MASTER/VALUE switches, you will be able to adjust the input level so that it will match the output of the connected instrument.

EXIT + ▲ "**HI IN**": For high-output pickups such as humbucking pickups
EXIT + ▼ "**LO IN**": For low-output pickups such as single coil pickups

Selecting a program

You can select from 40 preset programs and 40 user programs.
User and preset programs are each organized into ten banks, with four programs in each bank. The currently selected bank is shown by the bank number display, and the program is shown by the program LEDs. When a user program is selected, the decimal point "**.**" located at the lower right of the bank number display will light.



To select a program in the same bank

Press a program switch 1—4 to select the desired program. The program LED of the selected program will light, and the name display will indicate the program name.

To select a program from a different bank

Press the bank switch to select the desired bank. (The bank number display will blink.) The banks will cycle in the order of user banks 0, 1, 2, 3 ...9, preset banks 0, 1, 2, 3...9, user banks 0, 1, 2, 3...

- Each time you press the bank switch, the bank number display will increase by one.
- Each time you simultaneously press the bank switch and program switch 4, the bank number display will decrease by one.

When the desired bank number appears, press a program switch 1—4 to select the desired program.(The bank number display will change from blinking to lit.)

Checking the effect blocks used by a program

Not every program uses all of the effect blocks. When you select a program, the effect block LED of each effect block that is used will light. The LEDs of effect blocks that are unused will be dark.

Bypass and mute

Bypass

If you press and hold the program switch of the currently selected program for 0.5 seconds, all effects will be bypassed. At this time, the program LED will blink, and the name display will indicate “**BYPASS**” for one second.
To defeat bypass, press the program switch whose LED is blinking, or press any other program switch.

Mute

If you press and hold the program switch of the currently selected program for one second and the sound of your guitar will be muted. At this time, the program LED will blink more rapidly, and the name display will indicate “**MUTE**” for one second.
To defeat mute, press the program switch whose LED is blinking, or press any other program switch.

Auto tuner

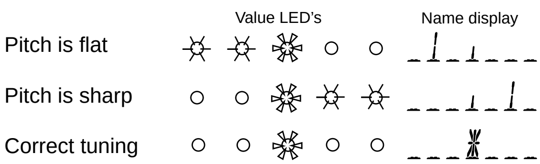
When the **AX1000G** is in bypass or mute condition, the tuner will operate automatically. If you mute the **AX1000G** you will be able to tune your instrument without producing sound. This is used for on stage tuning.

1. Tune your guitar approximately so that the desired note name appears in the bank number display. The decimal point “.” at the lower right of the bank number display will light to indicate a sharp #.

   Example display
   A =A
   d. =D#

2. Fine-tune your guitar so that only the center of the five value LED’s is lit (or so that only the center of the name display is shown).

Tuning discrepancy shown by the value LED’s and the name display



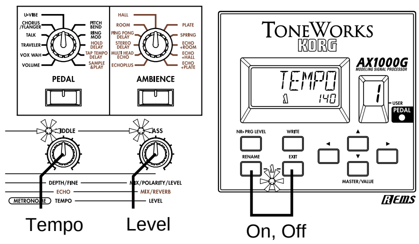
Changing the calibration setting

As necessary, you can adjust the calibration (the frequency of the standard A pitch) in the range of 438—445 Hz. (440 Hz is “standard”)
When the tuner is operating, use the MASTER/VALUE switches (▲, ▼) to adjust the setting. The calibration setting will appear in the MASTER/VALUE display.

When the power is turned off, the calibration setting you modify will be lost, and will automatically return to 440 Hz the next time the power is turned on.

Metronome

1. When you simultaneously press the RENAME and EXIT switches, the metronome will start. (The metronome icon will blink.)
2. Use value knob 4 to adjust the tempo (range 40—208: shown in the MASTER/VALUE display).
3. Use value knob 5 to adjust the volume of the metronome sound (range 0—30: shown in the MASTER/VALUE display).
4. While the metronome is operating, simultaneously press the RENAME and EXIT switches to stop the metronome.



If you switch programs or edit while the metronome is operating, it will no longer be possible to adjust the tempo or level. To re-adjust the tempo or level, you must first stop the metronome, and then start it once again.

When the **AX1000G** is bypassed or muted, it will not be possible to adjust the tempo or level.

Expression pedal

You can use the expression pedal for realtime control of eleven types of effects in the pedal effect block.
If the program uses an effect in the pedal effect block, the pedal effect block LED will light. For the **Hold Delay**, **Tap Tempo Delay**, and **Sample & Play** pedal effects, the operation is different than for other effects (refer to p.21).

Using the expression pedal as you play

1. In **Play mode**, select a program that uses the expression pedal.
2. Make sure that the pedal LED is lit. If it is not lit, press the expression pedal firmly once to make the pedal LED light (the pedal will be turned on).
3. Operate the expression pedal while playing your guitar. As you raise and lower the pedal, the output sound will change correspondingly.

If **Volume** is selected in the **PEDAL** effect block, it will not be possible to turn the expression pedal on/off. It will remain on (the pedal LED will be lit).

The on/off status of the expression pedal is not memorized by each program.

Do not apply excessive force to the expression pedal. Before operating the expression pedal, verify the amount of force that is required to make the pedal LED light and to apply the effect.

Individual mode

In this mode you can press the program switches or the pedal switch to turn each individual effect block on/off while you play.
As in **Play mode**, you can edit the settings, use the metronome, and write a program.

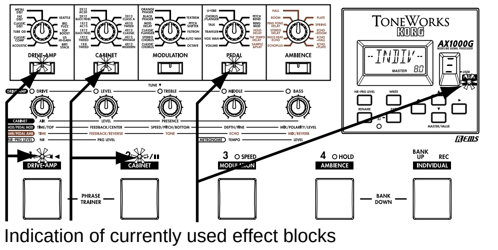
In this mode it is not possible to switch programs or to select bypass or mute.

Entering Individual mode

In Play mode press and hold the Bank switch for one second, and you will enter Individual mode. The name display will indicate "**-INDIV-**," and the bank number display will indicate "Ξ."

When you enter **Individual mode**, the program LED's will indicate the on/off status of each effect block (synchronized with the effect block LED's).
DRIVE-AMP corresponds to program switch (LED) 1, **CABINET** to 2, **MODULATION** to 3, **AMBIENCE** to 4, and **PEDAL** to the expression pedal (pedal LED).
Each time you press a program switch, it will cycle on or off. For the pedal effect, pressing the expression pedal firmly will turn it on/off (the switch is located under the pedal). However for some pedal effects such as **SAMPLE & PLAY**, the expression pedal is used in a special way, and cannot be turned off once the pedal has been turned on.

For some effects, it is not possible to simultaneously use the **MODULATION** and **PEDAL** effect blocks, or the **PEDAL** and **AMBIENCE** effect blocks. If you attempt to simultaneously turn on both of these effect blocks in such a combination, the effect block that was turned on first will automatically be turned off.



Indication of currently used effect blocks

Exiting Individual mode

To return to **Play mode**, press either the bank switch or the EXIT switch.

Phrase Trainer mode

In this mode, you can record a phrase from an audio device (CD or MD) connected to the AUX IN jack, and play it back repeatedly as a loop. Then you can practice a phrase on your guitar while listening to the repeating phrase.
Since you can slow down the playback speed without affecting the pitch, this is a convenient way to learn or practice phrases from recordings that are difficult to play.

When you enter this mode, the **MODULATION**, **PEDAL**, and **AMBIENCE** effect blocks will automatically be turned off. (When you exit Phrase Trainer mode, the previous settings will be restored.)

1. Enter Phrase Trainer mode

From Play mode, simultaneously press and hold program switches 1 and 2 for one second. The MASTER/VALUE display will indicate the selected recording mode, and the Phrase Trainer icon will blink.

2. Select the recording mode

Use the MASTER/VALUE switches (▲, ▼) to select the recording mode. When the name display indicates "**SHT**," a maximum of 8 seconds can be recorded (high quality sound). When it indicates "**LNG**", a maximum of 16 seconds can be recorded (extended recording time). The phrase will be recorded and played back monaurally.

3. Begin recording

Start the audio device that is connected to the **AX1000G**, and press the bank switch (REC) at the point where you wish to begin recording. The name display will indicate "**REC**" and the number of seconds of recording.

Once you record a phrase, it is not possible to change the recording mode. If you wish to change the recording mode, you must return to Play mode, and once again enter Phrase Trainer mode.

4. Stop recording

At the point where you wish to stop recording, press program switch 2 (▶/❚❚)or the bank switch (REC). Recording will end, and the name display will indicate "**PLAY**." The recorded phrase will automatically begin playing repeatedly as a loop.Recording will also end automatically if you continue recording for the maximum time length of the selected recording mode.

Depending on the volume of the connected audio device, the sound may be distorted. If this occurs, adjust the volume on the audio device.

The sound of your guitar will be muted during recording.

To re-do the recording

Press program switch 2 (▶/❚❚) to stop playback. Then continue with step "3. Begin recording" and step "4. Stop recording."

To erase the recorded phrase

Press the EXIT button to delete the phrase. Alternatively, you can record a new phrase to overwrite the previously-recorded phrase.

5. Stop

When you press program switch 2 (▶/❚❚), playback will stop. Press program switch 2 (▶/❚❚) once again, and playback will resume from where you stopped.

- If program switch 1 (◀◀) is pressed while stopped, you will return to the beginning of the recorded phrase.
- By pressing the cursor switches, you can playback in reverse (◀) or forward (▶) as long as you hold down the switch.
- During recording or while stopped, the sound that is connected to the AUX input will be heard.
- When not recording, you can use the expression pedal to adjust the level of the effect sound.

6. Playback

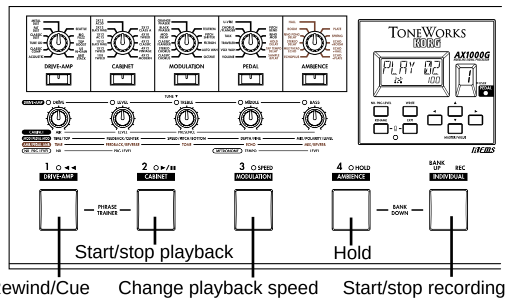
During recording or while stopped, press program switch 2 (▶/❚❚) to playback the recorded phrase as a repeating loop.
By pressing program switch 3 (SPEED) or the MASTER/VALUE switches (▲, ▼), you can slow down the playback speed without affecting the pitch.

- Each time you press program switch 3 (SPEED), the playback speed will cycle through settings of 100%, 75%, 50%, 25%, 100% ...
- By pressing the MASTER/VALUE switches (▲, ▼), the speed can be adjusted in 5% steps; 100%, 95%, 90%, ... 25%.

During playback, you can press cursor switch (▶) to playback at double speed as long as you continue pressing the switch.
If you press cursor switch (◀), the recording will play back in reverse as long as you continue pressing the switch.
If you press program switch 1 (◀◀), the recording will rewind as long as you continue pressing the switch.

7. Hold

By pressing program switch 4 (HOLD), you can hold the sound that was playing at the moment the switch was pressed. When you press the switch once again, hold will be defeated. By pressing a cursor switch while the sound is being held, you can playback backward (◀) or forward (▶) as long as you continue holding the switch. If you press program switch 1 (◀◀), you will go back one second, cancel Hold, and begin playback.



Exiting Phrase Trainer mode

To return to Play mode, you can either press program switches 1 and 2 simultaneously, or press the EXIT switch.

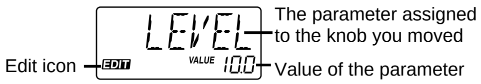
When you exit Phrase Trainer mode or turn off the power, the recorded phrase will be erased.

3. Editing

In Play mode and Individual mode, you can edit each effect, set noise reduction and program level, and modify the program name.

In Phrase Trainer mode, it is possible to edit the **DRIVE-AMP** and **CABINET** effect blocks, but it is not possible to perform editing operations that use the name display or MASTER/VALUE display, or the cursor switches or the MASTER/VALUE switches.

During editing, the edit icon in the display will blink.



Editing effects

Rotate the effect select knob of the effect block that you wish to edit, or press the corresponding effect block select switch. The effect block LED will begin blinking, indicating that it has been selected for editing.

Use the effect select knob, effect block select switch, and value knobs to edit the settings.

If you wish to save the edited effect, perform the "Program write" operation. If you fail to do this, the effect program will revert to its original settings when you turn off the power or select a different program.

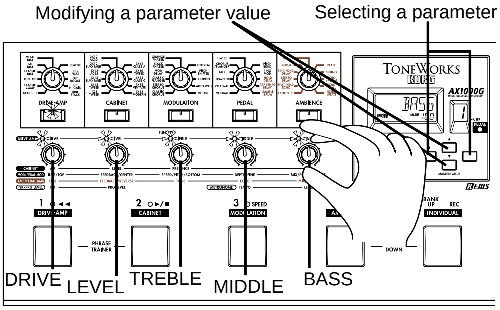
As an example, we will explain how to edit the **TUBE OD (Tube Overdrive)** effect of the **DRIVE-AMP** block.

1. If the name display indicated "**TUBE OD**" when you pressed the effect block select switch, simply continue. If not, turn the **DRIVE-AMP** effect select knob to the **TUBE OD** position. If the effect select knob was already located at **TUBE OD**, first select a different effect model, and then turn the knob back to **TUBE OD**.

2. The effect block LED will begin blinking, indicating that it has been selected for editing. (The name display will indicate the model name as "**TUBE OD**.") If you selected a programmed effect, the **ORIG** icon will light.

3. The five value LED's will light, and the corresponding value knobs will be assigned to **DRIVE**, **LEVEL**, **TREBLE**, **MIDDLE**, and **BASS** respectively, and will function as knobs that adjust the value of each parameter. (Refer to p.16, "Effect parameters.")

4. Rotate the knobs and the sound will change. The name display will indicate the name of the parameter assigned to that knob, and the MASTER/VALUE display will indicate the value. At this time, the **ORIG** icon will light when the position of the knob matches the original value — i.e., the value before you began editing.



Instead of the five value knobs, you can also use the cursor switches to select parameters, and use the MASTER/VALUE switches (▲, ▼) to adjust the value of the parameter currently shown in the name display.

If you do not wish to use the **DRIVE-AMP** effect block, press the **DRIVE-AMP** effect block select switch until the LED goes dark. The **DRIVE-AMP** effect block is now bypassed, and the name display will indicate "**-OFF-**."

For some effects, it is not possible to simultaneously use the **MODULATION** and **PEDAL** effect blocks, or the **PEDAL** and **AMBIENCE** effect blocks. If you attempt to turn on both effect blocks in such a combination, the block that had been turned on will automatically be turned off.

Quick Editing for the DRIVE-AMP effect block

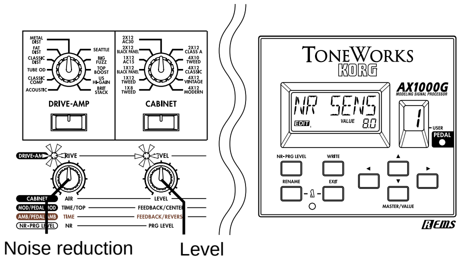
In the default state of each mode, the **DRIVE-AMP** effect block parameters used by the selected program are assigned to the value knobs (except when the effect is off).
By rotating the respective value knobs, you will enter Edit mode (the effect block LED will blink); the name display will indicate the parameter name, the MASTER/VALUE display will show the value, and the sound will change.

If you wish to change an effect that is in use, use the effect select knobs to select the desired effect.

It is not possible to edit when other functions are assigned to the value knobs, when the **AX1000G** is bypassed, muted, or recording in Phrase Trainer mode.

Setting the noise reduction and program levels

1. If you are in Play mode, press the NR-LEVEL switch.
2. By rotating value knobs 1 or 2, or pressing the NR-LEVEL switch, you can access the screen displays for adjusting the noise reduction and setting the level for each program.
3. To adjust the amount of noise reduction, use value knob 1 (range OFF...10: shown in the MASTER/VALUE display).
4. To adjust the level of each program, use value knob 2 (range 0...10: shown in the MASTER/VALUE display).
5. When you finish making settings, press the EXIT switch to return to Play mode.

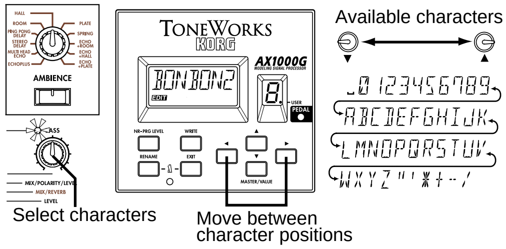


Instead of value knobs 1 and 2, you can also use the cursor switches to select a parameter and use the MASTER/VALUE switches (▲,▼) to adjust the value of the parameter.

- It is not possible to turn noise reduction off.
- Depending on the guitar that you use, raising the noise reduction setting too high may cause the sound to be cut off at low levels.
- The volume of each program will change depending on the guitar that you use. Adjust the program level for your guitar.
- If you wish to save the noise reduction and program level settings that you edited, you must perform the “Program write” operation. If you turn off the power or select a different program without writing the program, the program you modified will revert to its previous settings.

Modifying program names

Press the RENAME switch and specify the desired program name. Use the cursor switches (◀, ▶) to select the character that you wish to change (the character will blink). Then use value knob 5 (or the MASTER/VALUE switches) to select the desired character. The available characters are shown below.



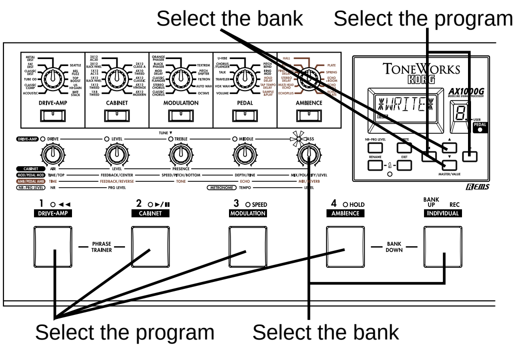
- If you wish to save the modified program name, you must perform the “Program write” operation. If you turn off the power or select a different program without writing the program, the program name you edited will revert to its previous setting.

Writing programs

Here’s how to write an edited program.

1. Press the WRITE switch, and the name display will indicate “✻**WRITE**✻.” The bank number display and the program LED will blink.
2. Use the MASTER/VALUE switches (or value knob 5 and the bank switch) to select the writing destination bank, and use the cursor switches (or the program switch) to select the writing destination program.
3. Press the WRITE switch once again, and the display will read “**COMPLT**” to indicate that the program has been written. You will then return to Play mode.

If you decide not to write, press the EXIT switch to cancel the Write operation.



- If you write an edited program to a different program number, the program that was overwritten will be lost.
- It is not possible to write to a preset program.

4. Appendices

Adjusting the expression pedal (Calibration)

If you find the expression pedal difficult to use, perform this procedure so that the pedal will function optimally. For example if the effect does not reach maximum when the pedal is advanced all the way, or does not reach minimum when the pedal is returned all the way, use the following procedure to make the appropriate adjustments.

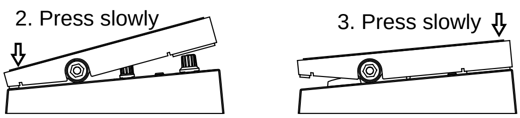
When making adjustments, use your hand to move the pedal. Accurate calibration may not be possible if you use your foot to operate the pedal.

1. Turn on the power while simultaneously holding down the EXIT switch and the **PEDAL** effect block select switch.The name display will show "**PEDAL**" for approximately one second, and will then indicate "**MIN**."

2. Slowly return the pedal to the full back position. When it stops, release your hand and press the WRITE key.The name display will change from "**MIN**" to "**MAX**."

If you decide to halt the adjustment procedure, press the EXIT switch. The power-on display will appear, and you will enter Play mode.

3. Slowly advance the pedal. When it stops, release your hand and press the WRITE key.



The LCD display will indicate "**COMPLT**" for approximately one second. Then the power-on display will appear, and you will enter Play mode.

After the adjustment procedure has been completed, verify the operation of the pedal.
Select an effect that will make it easy to verify the adjustment. For example, set the pedal effect block to the **VOLUME** effect, set the value to **0**, and check the MIN level when the pedal is returned all the way.

If you make a mistake during the calibration procedure, the LCD will indicate "**ERROR**," and you will return to the screen before the adjustment (the "**MIN**" display). If the "**ERROR**" display appears for repeated attempts, a malfunction may have occurred. In this case, please contact your dealer.

Restoring the user programs to the factory settings (Reload)

1. Turn on the power while simultaneously holding down the EXIT switch and the bank switch. The name display will indicate "**RELOAD?**"

If you press the EXIT switch, the reload operation will not occur; the power-on display will appear, and you will enter **Play mode**.

2. Press the WRITE switch. The name display will change to "**RELOAD**," and the reload operation will begin. When the reload operation is completed, the display will indicate "**COMPLT**" for approximately one second. Then the power-on display will appear, and you will enter **Play mode**.

Never turn off the power during the reload operation.

When you perform the reload operation, all user programs will be rewritten. Master level, metronome, and input level settings will also be initialized.

Troubleshooting

If you suspect a malfunction, please check the following points first. If this does not resolve the problem, contact a nearby dealer.

1. Power does not turn on

· Is the AC adapter plugged into an AC outlet? (☞p.6, 8)

· Is the included AC adapter connected? (☞p.6, 8)

2. No sound

· Are your guitar, amp, and headphones respectively connected to the correct jack? (☞p.6, 8)

· Is the power of your amp turned on, and is it set accordingly?

· Is one of your connection cables broken?

· Is the master level of the **AX1000G** set to "**0**" or to a low value? (☞p.8)

· Is the program level of the **AX1000G** set to "**0**" or to a low value? (☞p.13)

· Is the **LEVEL** of the **DRIVE-AMP** effect set to "**0**" or to a low value?

· Is the volume of your guitar turned down?

· Is the **AX1000G** muted?

· If **VOLUME** is selected for the **PEDAL** effect, has the pedal been returned to the full back position?

3. Effects are not applied

· Is the **AX1000G** bypassed? (☞p.9)

· Are the effects used by the program turned on? (☞p.4, 9)

4. Metronome does not function

· Are you in **Play mode** or in **Individual mode**? The metronome will not function in **Phrase Trainer mode**.

· Is the metronome output level set to "**0**"? (☞p.9)

5. Pedal does not function

· Have you selected a program that uses an effect in the **PEDAL** effect block? (☞p.9)

· Is the pedal LED lit? (☞p.9)

· Try adjusting (calibrating) the expression pedal. (☞p.14)

6. Cannot write (the name display indicates "ERROR")

· Reload the preset programs. (☞p.14)

Main specifications

- Number of effects: 56 types (maximum number of effects usable simultaneously: 8)
- Number of programs: 80 (40 preset, 40 user)
- Inputs: Guitar input (mono phone jack)
  AUX IN (stereo mini jack)
- Outputs: Output x 2 (mono phone jack)
  Headphones (stereo mini jack)
- Tuner section
  Detection range: 27.5 Hz — 2,093 Hz (A0—C7)
  Calibration: A=438—445 Hz
- Metronome section
  Tempo: bpm= 40—208
- Power supply: DC9V (included AC adapter ⊕-◐-⊖)
- Dimensions: 420 (W) x 187.7 (D) x 65.4 (H) mm
- Weight: 2.4kg
- Included items: Owner's manual
  AC adapter

* Specifications and appearance are subject to change with out notice for improvement.

4. Appendices

Effect parameters

DRIVE-AMP effects block

These effect models consist of effects plus a three-band equalizer.

DRIVE-AMP	Knob 1 DRIVE	Knob 2 LEVEL	Knob 3 TREBLE	Knob 4 MIDDLE	Knob 5 BASS
ACOUSTIC	1...10	0...10	0...10	0...10	0...10
CLASSIC COMP	1...10	0...10	0...10	0...10	0...10
TUBE OD	1...10	0...10	0...10	0...10	0...10
CLASSIC DIST	1...10	0...10	0...10	0...10	0...10
FAT DIST	1...10	0...10	0...10	0...10	0...10
METAL DIST	1...10	0...10	0...10	0...10	0...10
SEATTLE	1...10	0...10	0...10	0...10	0...10
BIG FUZZ	1...10	0...10	0...10	0...10	0...10
TOP BOOST	1...10	0...10	0...10	0...10	0...10
US HI-GAIN	1...10	0...10	0...10	0...10	0...10
BRIT STACK	1...10	0...10	0...10	0...10	0...10

Acoustic simulator

This is an effect model that converts the sound of an electric guitar to that of an acoustic guitar.

ACOUSTIC "ACOUSTIC"
A more realistic simulation of an acoustic guitar will be produced if you use the neck pickup.
A compressor with adjustable sensitivity is built-in.

If the sound distorts, slightly decrease the **LEVEL**, **TREBLE**, **MIDDLE**, and **BASS**.

Knob 1	DRIVE	Adjusts the compressor sensitivity.
Knob 2	LEVEL	Adjusts output level.
Knob 3	TREBLE	Adjusts treble (high-frequency range).
Knob 4	MIDDLE	Adjusts mid (mid-frequency range).
Knob 5	BASS	Adjusts bass (low-frequency range).

Compressor

A compressor boosts quiet sounds and decreases loud sounds to even out differences in volume, in order to make the dynamics more consistent.

CLASSIC COMP "CL COMP"
This is a compressor makes your playing dynamics more consistent, and produces a smooth sustain. This model is based on a combination of two popular vintage compressors.

If the sound distorts, slightly decrease the **LEVEL**, **TREBLE**, **MIDDLE**, and **BASS**.

Knob 1	DRIVE	Adjusts sensitivity.
Knob 2	LEVEL	Adjusts output level.
Knob 3	TREBLE	Adjusts treble (high-frequency range).
Knob 4	MIDDLE	Adjusts mid (mid-frequency range).
Knob 5	BASS	Adjusts bass (low-frequency range).

Overdrive, Distortion, Fuzz, Amp

The effect model offers a wide variety of classic sounds.

TUBE OD "TUBE OD"
This model simulates the overdriven sound of a popular tube overdrive pedal from the 70's that responds well to the nuances of your picking.

CLASSIC DIST "CL DIST"
This model simulates a poular distortion pedal from the 70's.

FAT DIST "FATDIST"
This model simulates a popular fat sounding disortion pedal from the 80's.

METAL DIST "MTLDIST"
This model simulates the metallic distortion of the 90's.

SEATTLE "SEATTLE"
This model is ideal for grunge rock sounds.

BIG FUZZ "BIGFUZZ"
Big sound and a big figure -- the definitive fuzz.

TOP BOOST "TOP BST"
This model simulates the sound of an AC30 overdriven by a popular 80's OD pedal.

US HI-GAIN "US HI-G"
This model simulates the distortion typical of a high-gain amp made in the USA.

BRIT STACK "BRTSTK"
This model simulates the distortion typical of a British amp stack.

Knob 1	DRIVE	Adjusts amount of distortion.
Knob 2	LEVEL	Adjusts output level.
Knob 3	TREBLE	Adjusts treble (high-frequency range).
Knob 4	MIDDLE	Adjusts mid (mid-frequency range).
Knob 5	BASS	Adjusts bass (low-frequency range).

CABINET effect block

The shape of the cabinet and the type and number of speakers are very important elements in determining the tonal character of a guitar amp.
The CABINET effect block provides models that faithfully simulate the cabinet and speaker characteristics of a variety of guitar amps, from vintage to modern.
Although these models are especially effective when you are plugged in to a mixer etc. via a direct line connection, they are also effective when you are using a guitar amp.

CABINET	Knob 1 AIR	Knob 2 LEVEL	Knob 3 PRESENCE	Knob 4	Knob 5
1x8 TWEED	AP, 0.3...9.7, Ln	1...10	0...10		
1x12 TWEED	AP, 0.3...9.7, Ln	1...10	0...10		
1x12 BLACK PANEL	AP, 0.3...9.7, Ln	1...10	0...10		
1x12 AC15	AP, 0.3...9.7, Ln	1...10	0...10		
2x12 BLACK PANEL	AP, 0.3...9.7, Ln	1...10	0...10		
2x12 AC30	AP, 0.3...9.7, Ln	1...10	0...10		
2x12 CLASS A	AP, 0.3...9.7, Ln	1...10	0...10		
4x10 TWEED	AP, 0.3...9.7, Ln	1...10	0...10		
4x12 CLASSIC	AP, 0.3...9.7, Ln	1...10	0...10		
4x12 VINTAGE	AP, 0.3...9.7, Ln	1...10	0...10		
4x12 MODERN	AP, 0.3...9.7, Ln	1...10	0...10		

1x8 TWEED “1–8 TWD”
This model simulates an open back cabinet with one 8-inch speaker.

1x12 TWEED “1-12 TWD”
This model simulates an open back cabinet with one 12-inch speaker typically used for blues.

1x12 BLACK PANEL “1-12 BLK”
This model simulates an American open back cabinet with one 12-inch speaker and a bright tonal character.

1x12 AC15 “1-12AC15”
This model simulates a Vox open back cabinet with one 12-inch “Blue” speaker.

2x12 BLACK PANEL “2-12 BLK”
This model simulates an American open back cabinet with two 12-inch speakers.

2x12 AC30 “2-12AC30”
This model simulates a Vox open back cabinet with two 12-inch “Blue” speakers.

2x12 CLASS A “2-12 CLA”
This model simulates a modern open back cabinet with two 12-inch speakers.

4x10 TWEED “4-10 TWD”
This simulates an open back cabinet with four 10-inch speakers.

4x12 CLASSIC “4-12 CLS”
This simulates a closed back cabinet with four 25W 12-inch speakers.

4x12 VINTAGE “4-12 VIN”
This simulates a closed back cabinet with four 30W 12-inch speakers.

4x12 MODERN “4-12 MDN”
This simulates a closed back cabinet with four 75W 12-inch speakers.

Knob 1 AIR — This simulates the resonance of the cabinet, and the comb filtering effect produced by interference between the speakers.
Decreasing this value will produce a sound that is more suitable for connection to a guitar amp. Increasing this value will produce a sound that is more suitable for direct-line connection.

Knob 2 LEVEL — Adjusts output level.

Knob 3 PRESENCE — Adjusts tone of the high-frequency range.

If the sound distorts, slightly lower the **LEVEL** and **PRESENCE**.

4. Appendices

MODULATION effect block

MODULATION	Knob 1 TIME	Knob 2 FEEDBACK	Knob 3 SPEED/PITCH	Knob 4 DEPTH/FINE	Knob 5 MIX/POLARITY
CLASSIC CHORUS			0.1...10[Hz]	0...10	1, 2
STEREO CHORUS	1...10		0.1...10[Hz]	0...10	
CLASSIC FLANGER	1...10	0...10	0.1...10[Hz]	0...10	
MOD DELAY	0.5...900[ms]	0...10	0.1...10[Hz]	0...10	0...10
BLACK PHASER		0...10	0.1...10[Hz]		
ORANGE PHASER		0...10	0.1...10[Hz]		
TEXTREM			1...10[Hz]	0...10	
PITCH SHIFTER	0...900[ms]	0...10	–24...24[x100 CENT]	–15...15[CENT]	0...10
FILTRON	1...10	0...10		0...10	up, dn
AUTO WAH	1...10			0...10	up, dn
OCTAVE				0...10	0...10

Chorus, Flanger

Chorus and flanger are effects that delay the sound slightly to modulate the pitch, and combine the modulated sound with the original to produce a sensation of modulated spaciousness.

CLASSIC CHORUS “CL CHOR”

This simulates the very first vintage chorus unit. For the best results, use it in stereo .

Knob 3 SPEED	Adjusts speed.
Knob 4 DEPTH	Adjusts depth.
Knob 5 MIX	1: Use for mono output.
	2: Use for stereo output.

STEREO CHORUS “ST CHOR”

This simulates a vintage stereo chorus unit that inverts the phase of the effect sound between left and right channels to make the sound more spacious. Adjusting the three knobs can produce a wide variety of results.

Knob 1 TIME	Adjusts delay time.
Knob 2 ———	————
Knob 3 SPEED	Adjusts speed.
Knob 4 DEPTH	Adjusts depth. If this knob is placed in the “10” position, the TIME knob will have no effect.

CLASSIC FLANGER “CL FLAN”

This is a vintage flanger with rich tone. The settings can also be adjusted to produce chorus or vibrato-like effects.

Knob 1 TIME	Adjust the delay time. This controls the bandwidth over which the effect is applied. As this setting approaches 0, modulation will occur at a higher pitch.
Knob 2 FEEDBACK	Adjust the strength of tonal character. To produce a jet airplane-like sound, increase to desired level.
Knob 3 SPEED	Adjusts speed.
Knob 4 DEPTH	Adjusts depth. If this knob is placed in the “10” position, the TIME knob will have no effect.

MOD DELAY “MOD DLY”

This effect modulates the delay time to produce chorus and flanger-like effects. Adding a small amount of depth with longer delay settings gives you a very effective modulated echo sound.

Knob 1 TIME	Adjusts delay time.
Knob 2 FEEDBACK	Adjusts feedback.
Knob 3 SPEED	Adjusts speed.
Knob 4 DEPTH	Adjusts depth.
Knob 5 MIX	Adjust the mix amount of effect sound.

Phaser

This effect cyclically modifies the phase shift of the sound, and mixes the phase-shifted sound with the original sound to produce modulation. The phased sound will become milder as the number of stages is increased.

BLACK PHASER “BL PHAS”

This is a popular four-stage vintage phaser.

ORANGE PHASER “OR PHAS”

This is a ten-stage vintage phaser that produces a milder effect.

Knob 2 FEEDBACK	Adjust the degree of character.
Knob 3 SPEED	Adjust the speed of modulation.

Tremolo

This modulates the volume to add depth to the sound.

TEXTREM “TEXTREM”

This effect model simulates the tremolo built into a guitar amp.

Knob 3 SPEED	Adjusts speed.
Knob 4 DEPTH	Adjusts depth.

Pitch shifter

This effect modifies the pitch.

PITCH SHIFTER "PITCH"

This pitch shifter can be adjusted over a +/-2 octave range.

Knob 1	TIME	Adjusts delay time.
Knob 2	FEEDBACK	Adjusts amount of feedback (delay repeats).
Knob 3	PITCH	Adjusts amount of pitch change.
Knob 4	FINE	Fine adjustment for the amount of pitch change.
Knob 5	MIX	Adjusts mix amount of effect sound.

Auto wah

This is an auto-wah filter that automatically opens and closes according to the attack with which you play your guitar. The effect will vary depending on the guitars volume setting.

FILTRON "FILTRON"

This is a low-pass filter type auto-wah.

Knob 1	TIME	Adjust the speed at which the wah will rise in response to your picking.
Knob 2	FEEDBACK	Adjust the peak of the wah sound.
Knob 3	———	————
Knob 4	DEPTH	Adjust the sensitivity with which the wah will respond to your picking.
Knob 5	POLARITY	Specify the direction in which the wah will operate.

AUTO WAH "AUTOWAH"

This is a band-pass filter type auto-wah that is equivalent to a pedal wah. It is placed before the DRIVE-AMP effect block.

Knob 1	TIME	Adjust the speed at which the wah will rise in response to your picking.
Knob 2	———	————
Knob 3	———	————
Knob 4	DEPTH	Adjust the sensitivity with which the wah will respond to your picking.
Knob 5	POLARITY	Specify the direction in which the wah will operate.

Octave

This generates a pitch one octave lower than the original sound, and mixes it with the original sound to add a sense of depth and low end.

This effect may not operate correctly if two or more strings are played simultaneously, or when low-pitched strings are played.

OCTAVE "OCTAVE"

Knob 4	DEPTH	Adjust the amount of the ultra-low pitch (one octave below).
Knob 5	MIX	Adjust the amount of the original sound.

PEDAL effect block

These effect models let you use the expression pedal to control the effect in realtime. They include a volume pedal, modulation-type effects such as **VOX WAH—RING MOD**, and ambience-type effects such as **HOLD DELAY—SAMPLE&PLAY**.

VOX WAH—**RING MOD** cannot be used simultaneously with the **MODULATION** effect block. Nor is it possible to use **HOLD DELAY**—**SAMPLE&PLAY** simultaneously with the **AMBIENCE** effect block.

PEDAL	Knob 1 TOP/TIME	Knob 2 FEEDBACK/ CENTER/REVERSE	Knob 3 BOTTOM/SPEED/ PITCH/TONE	Knob 4 DEPTH/FINE	Knob 5 LEVEL/MIX/ POLARITY
VOLUME					0...10
VOX WAH					
TRAVELER		0...10			0...10
TALK	A, E, I, O, U	A, E, I, O, U	A, E, I, O, U		
CHORUS/FLANGER	1...10	0...10	0.1...10	0...10	
U-VIBE				0...10	1, 2
PITCH BEND	0...900[ms]	0...10	–24...24[x100 CENT]	–15...15[CENT]	0...10
RING MOD			1...10		
HOLD DELAY	0[ms]...3[SEC]	0...10	1...10		0...10
TAP DELAY	0[ms]...3[SEC]	0...10	1...10		0...10
SAMPLE&PLAY	0.5...8[SEC]	OFF, 1, 2...8, LP1, LP2			0...10

Volume

This is a volume pedal.

VOLUME “VOLUME”

Knob 5 LEVEL — Adjust the minimum level for when the pedal is in the full back position.

Pedal wah, Traveler, Talking pedal

These are wah (filter) effects that use the pedal to control the frequency response.

If you use this effect in a program where the **MODULATION** effect block is turned on, the **MODULATION** effect block will automatically be turned off.

VOX WAH “WAH”

This simulates a vintage wah pedal. There are no adjustable parameters. It is placed ahead of the **DRIVE-AMP** effect block.

TRAVELER “TRAVEL”

This is a low-pass filter type wah modeled after a vintage Korg effect pedal.

Knob 1 ——— ————
Knob 2 FEEDBACK Adjust the peak amount of the filter.
Knob 3 ——— ————
Knob 4 ——— ————
Knob 5 LEVEL Adjust the output level.

TALK “TALK”

This adds vocal type effects to your guitar.

Knob 1 TOP Select the vowel sound produced when the pedal is fully advanced.
Knob 2 CENTER Select the vowel sound produced when the pedal is in the halfway position.
Knob 3 BOTTOM Select the vowel sound produced when the pedal is fully raised.

* Vowel sounds — A, E, I, O, U

Chorus/Flanger

This is a chorus/flanger effect that uses the pedal to control the mix amount of the effect.

If you use this effect in a program where the **MODULATION** effect block is on, the **MODULATION** effect block will automatically be turned off.

CHORUS/FLANGER “CH/FLAN”

Knob 1 TIME Adjusts delay time.
Knob 2 FEEDBACK Adjusts amount of feedback (delay repeats).
Knob 3 SPEED Adjusts pitch modulation speed.
Knob 4 DEPTH Adjusts pitch modulation depth.

U-Vibe

This simulates a vintage vibrato/rotary speaker simulator.

If you use this effect in a program where the **MODULATION** effect block is on, the **MODULATION** effect block will automatically be turned off.

U-VIBE “U-VIBE”

Knob 4 DEPTH Adjusts depth of the effect.
Knob 5 MODE
0: Mixes the original sound with the effected sound (Chorus mode)
1: Output only the effect sound (Vibrato mode)

Pitch bend

This is a Pitch shifter that uses the pedal to control the pitch.

If you use this effect in a program where the **MODULATION** effect block is on, the **MODULATION** effect block will automatically be turned off.

PITCH BEND "P BEND"

Knob 1	TIME	Adjust the delay time.
Knob 2	FEEDBACK	Adjust the amount of feedback (delay repeats).
Knob 3	PITCH	Adjust the amount of pitch change.
Knob 4	FINE	Make fine adjustments to the amount of pitch change.
Knob 5	MIX	Adjust the mix amount of the effect. With a setting of 10, only the effect sound will be output.

Ring modulator

This effect multiplies the original sound with a sine wave to produce bell-like effects. The cleanest results will be produced if you use the neck pickup of your guitar, turn down the tone, and pluck the string near the twelfth fret.

If you use this effect in a program where the **MODULATION** effect block is on, the **MODULATION** effect block will automatically be turned off.

RING MOD "RINGMOD"

This is a ring modulator that lets you use the pedal to control the frequency.

Knob 3	PITCH	Adjust the tone when the pedal is advanced.

Delay

These effects mix a time-delayed sound with the original sound to add depth and spaciousness to the sound.

If you use this effect in a program where the **AMBIENCE** effect block is on, the **AMBIENCE** effect block will automatically be turned off.

HOLD DELAY "HOLDDLY"

This will normally function as a delay, but when the pedal is advanced all the way forward to press the switch, the pedal LED will light and the sound will be held (the delay sound will continue to be heard). Since you can use the pedal to control the input level to the delay, you can easily produce special effects such as sound-on-sound.

TAP DELAY "TAP DLY"

This is a tap tempo delay that allows you to set the delay tempo by pressing the pedal switch twice. While the tempo is being specified, the pedal LED will light.

Knob 1	TIME	Adjust the delay time.
Knob 2	FEEDBACK	Adjust the feedback amount (delay repeats).
Knob 3	TONE	Adjust the tone of the effect sound.
Knob 4	———	———
Knob 5	MIX	Adjust the mix amount of the effect sound.

Sample and play

If you use this effect in a program where the **AMBIENCE** effect block is on, the **AMBIENCE** effect block will automatically be turned off.

SAMPLE&PLAY "S+PLAY"

This allows approximately 8 seconds of recording. By using the reverse setting, you can produce special "scratch" effects.

1. Press the expression pedal all the way to enter record-ready mode. The pedal LED will blink.
2. Play a phrase etc. on your guitar. Recording will begin automatically , and the pedal LED will light.
3. When the recording time specified by **TIME** has elapsed, recording will end and the pedal LED will not be lit. Alternatively, you can stop recording before the specified recording time has elapsed by pressing the pedal all the way (i.e., pressing the pedal switch).
   To re-do the recording, repeat the procedure from step 1.

During recording, you can also return the pedal and then press it again to stop recording and begin playback.

4. Operate the expression pedal. When you advance the pedal, the recorded phrase will playback. If you have set **REVERSE** to **x1—x8**, returning the pedal will cause the sound to playback in reverse at the specified speed. If you set REVERSE to **OFF**, the sound will only playback forward. With a setting of **LP1** or **LP2**, advancing the pedal will playback the sound as a repeating loop. When you return the pedal and then advance the pedal again, playback will begin from the beginning.

Recording will not begin unless you play your guitar louder than the threshold.

The recording sound will be erased when you enter Phrase Trainer mode or when you turn off the power.

Knob 1	TIME	Specify the sample time (recording time).
Knob 2	REVERSE	**OFF**: When you press the pedal, the sound will playback to the end and then stop. **x1—x8**: Press the pedal to playback, and return the pedal to playback in reverse. **LP1**: Press the pedal to playback as a loop, and return the pedal to stop. **LP2**: Press the pedal to playback as a loop, and return the pedal to playback to the end and then stop.
Knob 3	———	———
Knob 4	———	———
Knob 5	MIX	Adjust the output level of the sampled sound.

AMBIENCE effect block

These are reverberation-type effect models such as delay, reverb, and echo.

AMBIENCE	Knob 1 TIME	Knob 2 FEEDBACK	Knob 3 TONE	Knob 4 ECHO	Knob 5 MIX/REVERB
ECHO PLUS	60[mS]...3[SEC]	0...10	1...10		0...10
MULTI HEAD ECHO	180[mS]...3[SEC]	0...10	1...10	1, 2, 3, 4, 5	0...10
STEREO DELAY	0[mS]...3[SEC]	0...10	1...10		0...10
PING PONG DELAY	0[mS]...3[SEC]	0...10	1...10		0...10
ROOM	1...10		1...10		0...10
HALL	1...10		1...10		0...10
PLATE	1...10		1...10		0...10
SPRING	1...10		1...10		0...10
ECHO+ROOM	0[mS]...2[SEC]	0...10	1...10	0...10	0...10
ECHO+HALL	0[mS]...2[SEC]	0...10	1...10	0...10	0...10
ECHO+PLATE	0[mS]...2[SEC]	0...10	1...10	0...10	0...10

Tape echo simulator

This effect model simulates the characteristic tape echo effect produced by recording sound on analog magnetic tape and playing it back from a playback head located at a slight distance from the recording head.

ECHO PLUS "ECHO+"

This simulates a tape echo. Pitch discrepancies produced by unevenness in the rotational speed, and the distortion and loss of audio quality due to the magnetic tape are also simulated.

Knob 1 TIME — Adjust the delay time.
Knob 2 FEEDBACK — Adjust the feedback amount (delay repeats).
Knob 3 TONE — Adjust the tonal quality of the echo.
Knob 4 ——— ————
Knob 5 MIX — Adjust the mix amount of the echo.

MULTI HEAD ECHO "MH ECHO"

This simulates a tape echo with four playback heads. The distortion and loss of audio quality due to the magnetic tape are also simulated.

Knob 1 TIME — Adjust the delay time.
Knob 2 FEEDBACK — Adjust the feedback amount (delay repeats).
Knob 3 TONE — Adjust the tonal quality of the echo.
Knob 4 ECHO — 1: Conventional echo.
2: The delayed sound produces a rhythm of "ta-ta-ta (rest)."
3: The delayed sound produces a rhythm of "ta (rest) ta-ta."
4: The delayed sound produces a rhythm of "ta-ta (rest) ta."
5: The delayed sound produces a rhythm of "ta-ta-ta-ta."
Knob 5 MIX — Adjust the mix amount of the echo.

Delay

STEREO DELAY "ST DLY"

A stereo delay with a time difference between the left and right channels adds a spacious feeling.

PING-PONG DELAY "PP DLY"

This is a stereo delay where the sound bounces between the left and right channels.

Knob 1 TIME — Adjust the delay time.
Knob 2 FEEDBACK — Adjust the feedback amount (delay repeats).
Knob 3 TONE — Adjust the tonal quality of the delay.
Knob 4 ——— ————
Knob 5 MIX — Adjust the mix amount of the delay.

Reverb

This effect model simulates the reverberation of a room or concert hall, or the reverberation produced by a plate or spring reverb device.

ROOM "ROOM"

This simulates the reverberation of small studio-sized rooms to medium-sized rooms such as a garage.

HALL "HALL"

This simulates the reverberation of medium-sized halls to large halls.

PLATE "PLATE"

This simulates a plate reverb device.

SPRING "SPRING"

This effect model simulates the spring reverb devices built into guitar amps etc.

Knob 1 TIME — Adjust the length of reverberation.
Knob 2 ——— ————
Knob 3 TONE — Adjust the tone of the reverberation.
Knob 4 ——— ————
Knob 5 MIX — Adjust the mix amount of the reverberation.

ECHO+ROOM "ECHO RM"

This is a dual effect model that lets you simultaneously use both a room reverb that simulates the reverberation of a small studio-sized room to a medium-sized room such as a garage, and a stereo delay.

ECHO+HALL "ECHO HL"

This is a dual effect model that lets you simultaneously use both a hall reverb that simulates the reverberation of medium-sized to large halls, and a stereo delay.

ECHO+PLATE "ECHO PL"

This is a dual effect model that lets you simultaneously use both a plate reverb and a stereo delay.

Knob 1 TIME — Adjust the delay time.
Knob 2 FEEDBACK — Adjust the feedback amount (delay repeats).
Knob 3 TONE — Adjust the tone of the delay sound.
Knob 4 ECHO — Adjust the mix amount of the delay sound.
Knob 5 REVERB — Adjust the mix amount of the reverberation.

Preset Program Parameter List

When an effect block that was off is turned on, the effect model printed in a slanted typeface will be selected.
A cabinet model appropriate for each program is selected in the **CABINET** effect block. If you will be using a direct output connection to a mixer etc., you should turn on the **CABINET** effect block.

BANK#	PROGRAM	DRIVE-AMP	CABINET	MODULATION	PEDAL	AMBIENCE	NR-PRG
0	1 60'S	BIG FUZZ	*2x12 AC30*	*TEXTREM*	VOLUME	ECHO PLUS	
	Value—	7.3 5.3 5 7 4.7	2.3 8 4.3	– – 8 6.7 –	– – – – 0	112 3.3 4 – 3.3	4 10
	2 70'S	FAT DIST	*4x10 TWEED*	*BLACK PHASER*	VOLUME	MULTI HEAD ECHO	
	Value—	5.7 5.7 6.7 5.7 7.3	2 8 4.3	– 1.3 0.14 – –	– – – – 0	356 3.7 4.7 3 3.7	3 10
	3 80'S	CLASSIC DIST	*4x12 VINTAGE*	MOD DELAY	VOLUME	ECHO HALL	
	Value—	9.3 6 3 5.7 7.3	3 9 4.7	9.5 3.7 0.38 4.3 6.0	– – – – 0	101 4 7 4.3 1	4 10
	4 90'S	METAL DIST	*4x12 MODERN*	*MOD DELAY*	VOLUME	ECHO ROOM	
	Value—	9 6.7 4 4 6.7	1.7 8 6.3	625 0 0.32 4.3 6	– – – – 0	61 0 5 6.3 4.7	4 10
1	1 TELBILY	TUBE OD	1x12 BLACK PANEL	*TEXTREM*	VOLUME	ECHO ROOM	
	Value—	3 10 2 2.7 1.7	1.7 6 7	– – 4 5.3 –	– – – – 0	125 4.3 10 7.3 6.7	OFF 10
	2 TRIPPER	TOP BOOST	*2x12 AC30*	*CLASSIC CHORUS*	VOLUME	ROOM	
	Value—	2.7 9 6.7 4 7	2 8 4.3	– – 1 5 1	– – – – 0	2.7 – 6.7 – 5	3 10
	3 VOODOO1	BIG FUZZ	*4x12 CLASSIC*	*AUTO WAH*	VOX WAH	HALL	
	Value—	5.7 6.7 5.7 3 4.3	0.7 7 4.7	4 – – 5.3 UP	– – – – –	5.3 – 1.7 – 3.3	6 10
	4 VOODOO2	BIG FUZZ	*4x12 CLASSIC*	*BLACK PHASER*	U–VIBE	PLATE	
	Value—	7 6 4.3 6 4.3	1 9 3.7	– 0 8.0 – –	– – – 5.7 1	3.3 – 10 – 2.7	6 10
2	1 SUGAR	TUBE OD	*1x12 AC15*	*CLASSIC CHORUS*	CHORUS/FLANGER	HALL	
	Value—	6.7 7 4.7 3 8	2 10 0.7	– – 2 4.7 1	5.7 0 0.2 5.3 –	7.7 – 5.3 – 3	3 10
	2 Z*P*L*N	FAT DIST	*4x12 VINTAGE*	*ORANGE PHASER*	VOLUME	ECHO HALL	
	Value—	4.3 7.3 2.3 3.7 8.7	1 8 6	– 7.3 0.18 – –	– – – – 0	80 4.3 5.3 5.3 1.7	4 10
	3 LIZZY	BRIT STACK	4x12 VINTAGE	*PITCH SHIFTER*	PITCH BEND	PLATE	
	Value—	6.7 5.7 6.7 5.7 6.3	2.3 7 5.7	0 0 –12 0 10	0 0 –12 0 5	3.3 – 9 – 3.7	6 10
	4 WARPIGS	BIG FUZZ	*4x12 VINTAGE*	*MOD DELAY*	VOLUME	PLATE	
	Value—	8 7 6.3 0 4.3	2.3 8 5.7	529 4 0.5 6.3 5.3	– – – – 0	3.3 – 9 – 3.3	6 10
3	1 SUMMER	CLASSIC COMP	*2x12 BLACK PANEL*	MOD DELAY	VOLUME	STEREO DELAY	
	Value—	1 8.3 4.3 3 8	1 8 5.3	49.4 0 0.1 6 6.3	– – – – 0	188 4.7 3 – 4	OFF 10
	2 SCREAM	TUBE OD	4x12 VINTAGE	*ORANGE PHASER*	VOLUME	ROOM	
	Value—	7.3 7.3 2.3 5 7	AP 8 0	– 3.7 8 – –	– – – – 0	6 – 2.3 – 2.7	2.3 10
	3 MR–FV	FAT DIST	*4x12 MODERN*	*AUTO WAH*	VOX WAH	ECHO PLUS	
	Value—	9.7 7 4 3 5	LN 9 4.3	8.3 – – 4.7 UP	– – – – –	420 4.7 4.7 – 4	6 10
	4 AIN'T	CLASSIC DIST	*4x12 CLASSIC*	*CLASSIC FLANGER*	CHORUS/FLANGER	MULTI HEAD ECHO	
	Value—	10 7 2.3 4.7 9	0.7 8 7.3	1.3 4 0.26 3.3 –	1 4 0.26 3 –	230 0 1.7 1 3.7	4 10
4	1 TALLICA	ACOUSTIC	*1x12 TWEED*	STEREO CHORUS	VOLUME	HALL	
	Value—	7.3 6.7 9.7 3 8	1 7 10	3.3 – 0.38 5.7 –	– – – – 0	7.7 – 5.3 – 2.3	2.3 10
	2 90'SVOX	TOP BOOST	*2x12 AC30*	TEXTREM	VOLUME	SPRING	
	Value—	4 8 3.3 5 8	AP 9 0.3	– – 8 6.7 –	– – – – 0	4.3 – 5.3 – 2.3	OFF 10
	3 CORN	METAL DIST	*4x12 CLASSIC*	*MOD DELAY*	VOLUME	ROOM	
	Value—	9 6 8.3 2 8	1.7 8 5.7	324 0 0.6 5.7 6.3	– – – – 0	2.7 – 6.7 – 2.3	6.3 10
	4 DYME	METAL DST	*4x12 MODERN*	*BLACK PHASER*	VOLUME	ROOM	
	Value—	10 6.3 8.7 1 6	1.3 8 6	– 2.3 0.1 – –	– – – – 0	2.7 – 6.7 – 3.3	7 10
5	1 3–HEAD–	TOP BOOST	*2x12 AC30*	STEREO CHORUS	VOLUME	MULTI HEAD ECHO	
	Value—	8.3 6.3 3 7 2.3	2.7 7 4.3	1.3 – 0.14 3 –	– – – – 0	463 3.7 5.7 3 3.7	3 10
	2 TAP DLY	TUBE OD	*1x12 BLACK PANEL*	*MOD DELAY*	TAP DELAY	*HALL*	
	Value—	7 7.7 0.7 4.3 6.3	1.3 7 0.3	729 3.7 0.26 4.7 5.7	750 3.7 4 – 7.7	6.7 – 3.3 – 4.7	3 10
	3 TOWER	SEATTLE	4x12 VINTAGE	*OCTAVE*	VOLUME	MULTI HEAD ECHO	
	Value—	2 6.3 6 4.7 6.3	0.7 8 5.7	– – – 3.3 10	– – – – 0	180 4.3 6 1 5	3 10
	4 MONSTER	METAL DIST	*1x12 TWEED*	*PITCH SHIFTER*	VOLUME	ECHO PLUS	
	Value—	10 7.7 2.3 2.7 6.3	1 7 8.3	0 0 7 0 10	– – – – 0	655 5.7 5.3 – 5.3	6 10
6	1 HOLD	CLASSIC COMP	*1x12 AC15*	STEREO CHORUS	HOLD DELAY	*STEREO DELAY*	
	Value—	5.7 8 1.3 4.7 8.3	1 7 4	1.7 – 1 5 –	3.0 0 5.3 – 8.7	750 5 5.3 – 5	OFF 10
	2 S+P SLW	TOP BOOST	*2x12 CLASS A*	*MOD DELAY*	SAMPLE&PLAY	*PLATE*	
	Value—	8.3 6 4.3 5.7 7	1 8 5	841 4 0.6 6.3 3.7	8 1 – – 8.7	2 – 5 – 6.3	3 10
	3 S+P FST	US HI–GAIN	*4x10 TWEED*	*STEREO CHORUS*	SAMPLE&PLAY	*PING PONG DELAY*	
	Value—	10 7 3.7 2.7 6.3	0.7 6 7.3	3.3 – – 0.38 5.7	8 3 – – 8.7	2 4 6.3 – 5	5 10
	4 S/LOOP	BRIT STACK	*4x12 MODERN*	*STEREO CHORUS*	SAMPLE&PLAY	*SPRING*	
	Value—	8.7 7 2.7 2.7 7	2.7 9 5	3.3 – 0.38 5.7	8 LP2 – – 8.7	3.3 – 8 – 5.3	6 10
7	1 AC/CHOR	ACOUSTIC	*1x8 TWEED*	STEREO CHORUS	VOLUME	PLATE	
	Value—	5 9.3 6.7 6.3 6.3	1 8 9.7	3.3 – 0.44 5.7 –	– – – – 0	3.3 – 9 – 5	3 10
	2 CHORUS	CLASSIC COMP	*2x12 AC30*	STEREO CHORUS	VOLUME	SPRING	
	Value—	2.7 7 8.3 5.7 6	7.7 8 1.3	3.3 – 0.8 4 –	– – – – 0	3.3 – 8 – 6	OFF 10
	3 PHASCLN	CLASSIC COMP	*1x12 BLACK PANEL*	BLACK PHASER	VOLUME	ECHO+ROOM	
	Value—	2 9.3 5.3 1 7.3	1 7 8	– 1 0.14 – –	– – – – 0	45 0 5.3 3.3 4	2 10
	4 FLANGE	FAT DIST	*1x12 BLACK PANEL*	CLASSIC FLANGER	VOLUME	HALL	
	Value—	9.3 7.7 0.7 2.3 4.3	1 8 7.7	1.7 3.3 0.16 8.3 –	– – – – 0	10 – 1.7 – 2.7	6 10
8	1 FILTRON	CLASSIC COMP	*2x12 AC30*	FILTRON	VOLUME	SPRING	
	Value—	2 9 4 2 8.3	3.3 8 2.7	7 6 – 3.3 UP	– – – – 0	7.3 – 5 – 5	3 10
	2 TRAVEL	TOP BOOST	*2x12 AC30*	*BLACK PHASER*	TRAVELER	ROOM	
	Value—	4 6.7 3 7 7.3	8.7 8 3.3	– 3.3 0.6 – –	– 6.7 – – 7	4 – 1.7 – 3	3 10
	3 FZ WAH	BIG FUZZ	*4x12 MODERN*	AUTOWAH	VOLUME	HALL	
	Value—	5.7 6.3 4.7 4 7	1.7 9 5	2.3 – – 6.3 DN	– – – – 0	4.7 – 6.7 – 4	6 10
	4 G + R	FAT DIST	*4x12 VINTAGE*	*ORANGE PHASER*	VOX WAH	ECHO+PLATE	
	Value—	10 6.3 3.7 4 6.7	1 7 5	– 5 9 – –	– – – – –	1.2 4 7.3 5.7 2	6 10
9	1 SPACE	CLASSIC COMP	*1x12 BLACK PANEL*	*PITCH SHIFTER*	PITCH BEND	HALL	
	Value—	7.3 8.7 1 4 2.7	1 9 6.7	441 4.3 –5 0 10	441 4.3 12 0 5	3.3 – 5.3 – 5.3	3 10
	2 SUBHARM	SEATTLE	*2x12 CLASS A*	OCTAVE	VOLUME	ECHO+PLATE	
	Value—	7 6.7 2.3 4 5	1 6 6	– – – 6 10	– – – – 0	320 3 4.3 5.3 4	4 10
	3 RINGMAN	CLASSIC DIST	*4x12 VIN*	*CLASSIC CHORUS*	RING MOD	MULTI HEAD ECHO	
	Value—	7.3 7 1 4 8.7	1 6 8.3	– – 0.2 3.3 2	– – 7 – –	1.37 2 8.3 3 3.7	7 10
	4 BIZKIT	BIG FUZZ	*4x12 CLASSIC*	*MOD DELAY*	TALK	ROOM	
	Value—	10 4.7 8.3 6.3 5.3	1 9 0.3	625 4 0.18 7.7 4	'A' 'E' 'I' – –	3.3 – 9.3 – 6	7.3 10